

generating a list which provides a front-to-back order of said plurality of cascaded[, open] windows and an indicator of whether each of said plurality of cascaded[, open] windows is currently in its respective original, cascaded position;

removing said [open] window from said original position;

rendering said [open] window at another location on said display space;

receiving, at a graphical interface, an indication that said [open] window is to be [closed at] removed from said another location on said display space; and

returning said [open] window to said original position based upon said list generated by said step of generating.

2. (Amended) The method of claim 1, wherein said step of returning further comprises the steps of:

91 comparing an identifier of said [open] window with an identifier associated with each window in said list until a match occurs; and

placing said [open] window behind a window which is next in order in said list after said match occurs.

3. (Amended) The method of claim 2, wherein said step of placing said [open] window further comprises the step of:

placing said [open] window behind said window which is next in order in said list after said match occurs only if said window is currently in its respective original, cascaded position.

4. (Amended) A method for placing a first [open] window behind a second [open] window in a first portion of a display space, comprising the steps of:

generating a list which indicates that said first [open] window is to be rendered behind said second [open] window when both said first and said second windows are rendered in said first portion of said display space;

removing said first [open] window from behind said second [open] window;

rendering said first [open] window at a second portion of said display space;

[closing] removing said first open window [at] from said second portion of said display space; and

placing said first [open] window behind said second [open] window in said first portion of said display space by making reference to said list.

5. (Amended) The method of claim 4, wherein a third [open] window is disposed in front of both said second [open] window and said first [open] window when rendered in said first portion of said display space, said method further comprising the steps of:

removing said second [open] window from said first portion of said display space;

rendering said second [open] window in another portion of said display space; and

placing said first [open] window behind said third [open] window in said first portion of said display space.

6. (Amended) In a computer having a display, a system for returning [an open] a window object to its original location relative to at least one other [open] window object, comprising:

a data structure for storing information associated with said [open] window object and said at least one other [open] window object including a relative time-invariant order of said [open] window object with respect to said at least one other [open] window object;

a display on which said [open] window object and said at least one other [open] window object are rendered;

a¹ a graphical user interface for receiving and generating signals associated with said [open] window object and said at least one other [open] window object, including a signal indicating that said [open] window object is to be returned to said original position; and

a processor for receiving said signal and drawing said [open] window object on said display at said original position using said information in said data structure.

7. (Amended) The system of claim 6, wherein said data structure also include information indicating a position of said at least one other [open] window object,